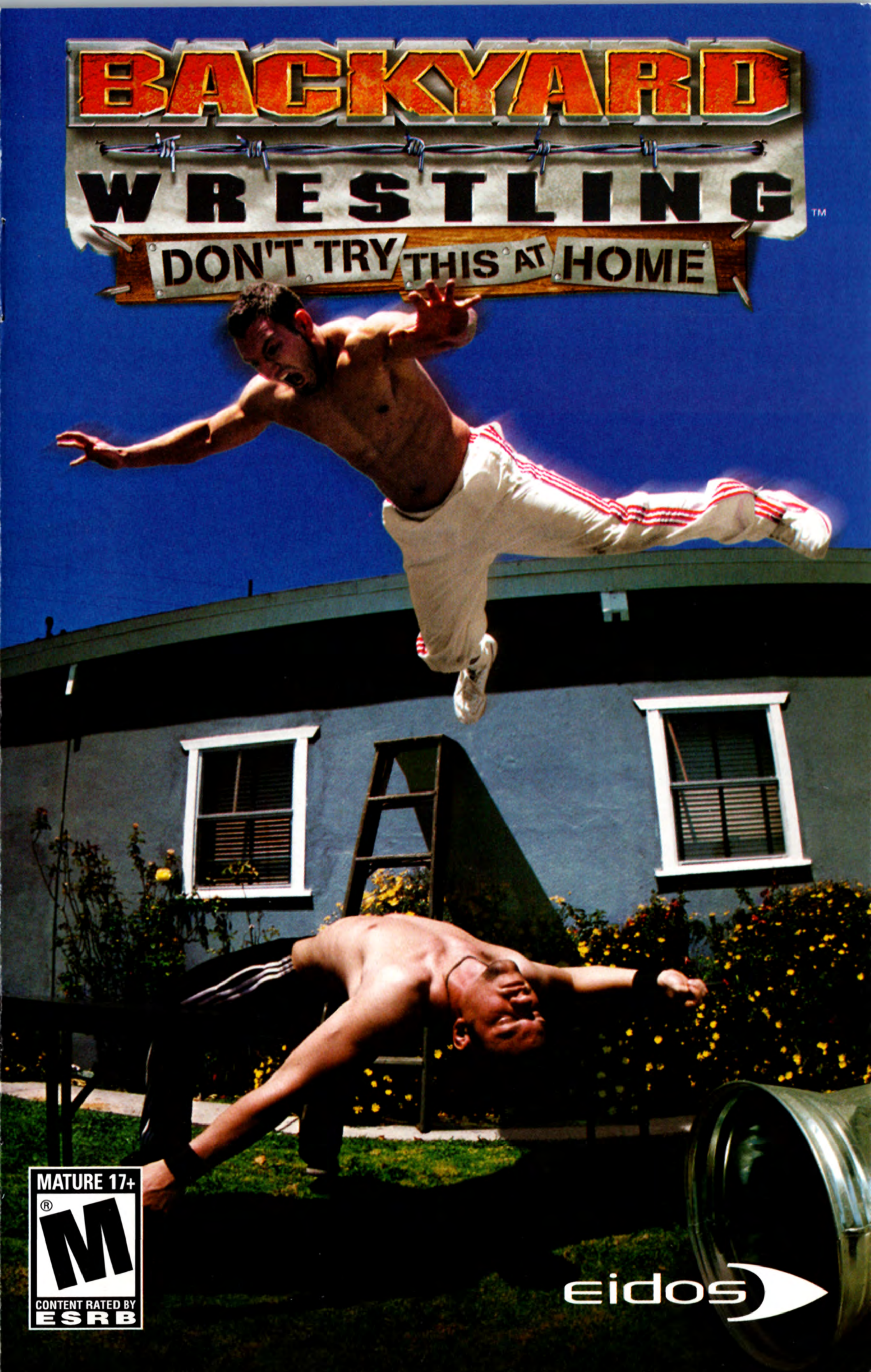
BACKYARD WRESTLING™

DON'T TRY THIS AT HOME



MATURE 17+
M
CONTENT RATED BY ESRB

eidos

Warning: Read Before Using Your PlayStation®2 Computer Entertainment System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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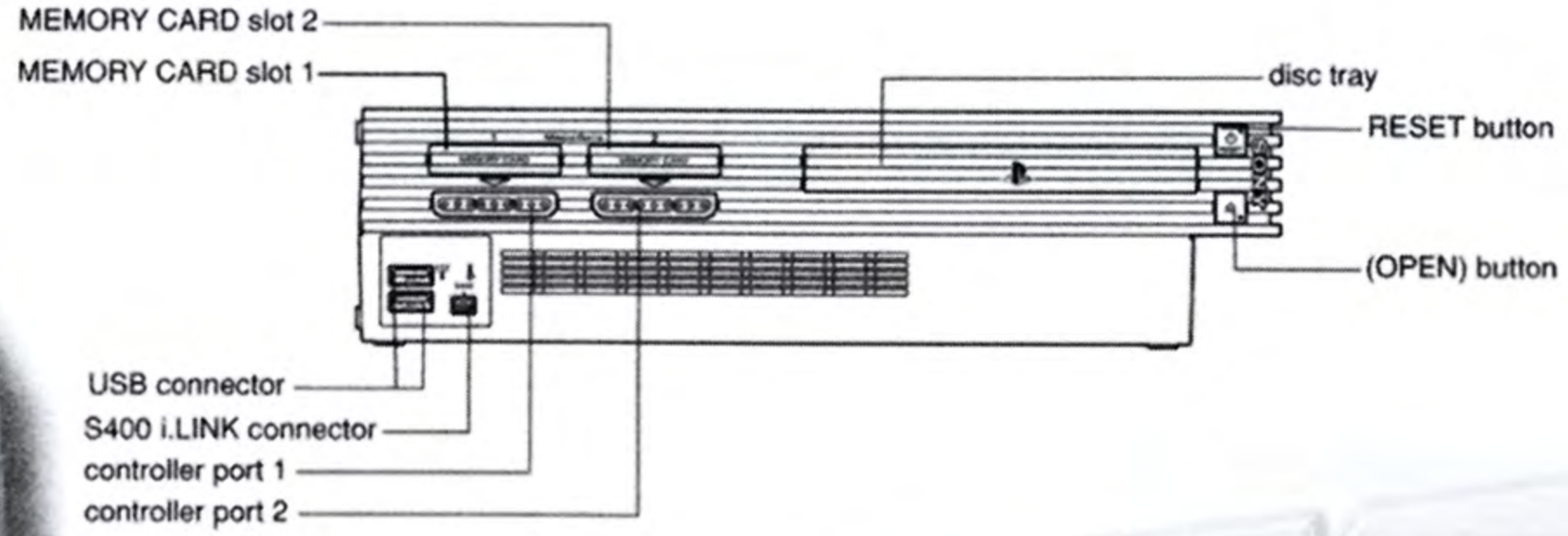
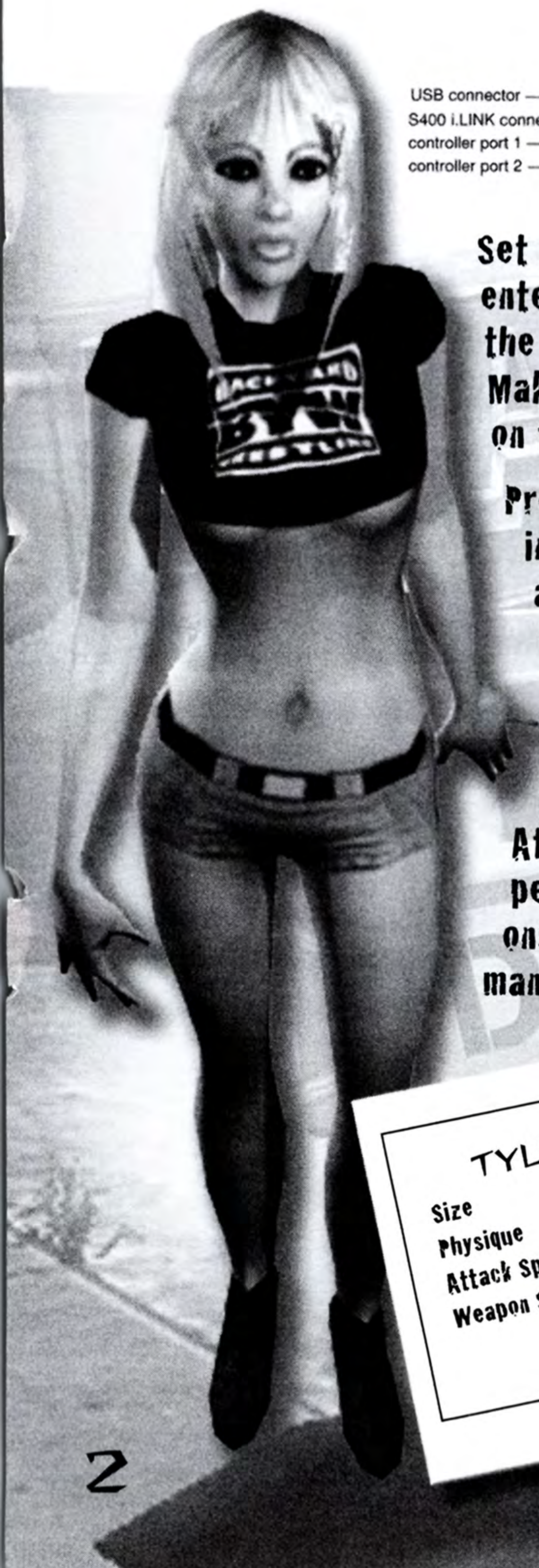
FEELING LIKE A 98-LB. WEAKLING?

Call the EIDOS Gameplay Helpline
1-900-285-4500 – Up to $1.99/minute
Please be 18 or have parental permission
or call 800-295-5870 with a major credit card

GETTING STARTED





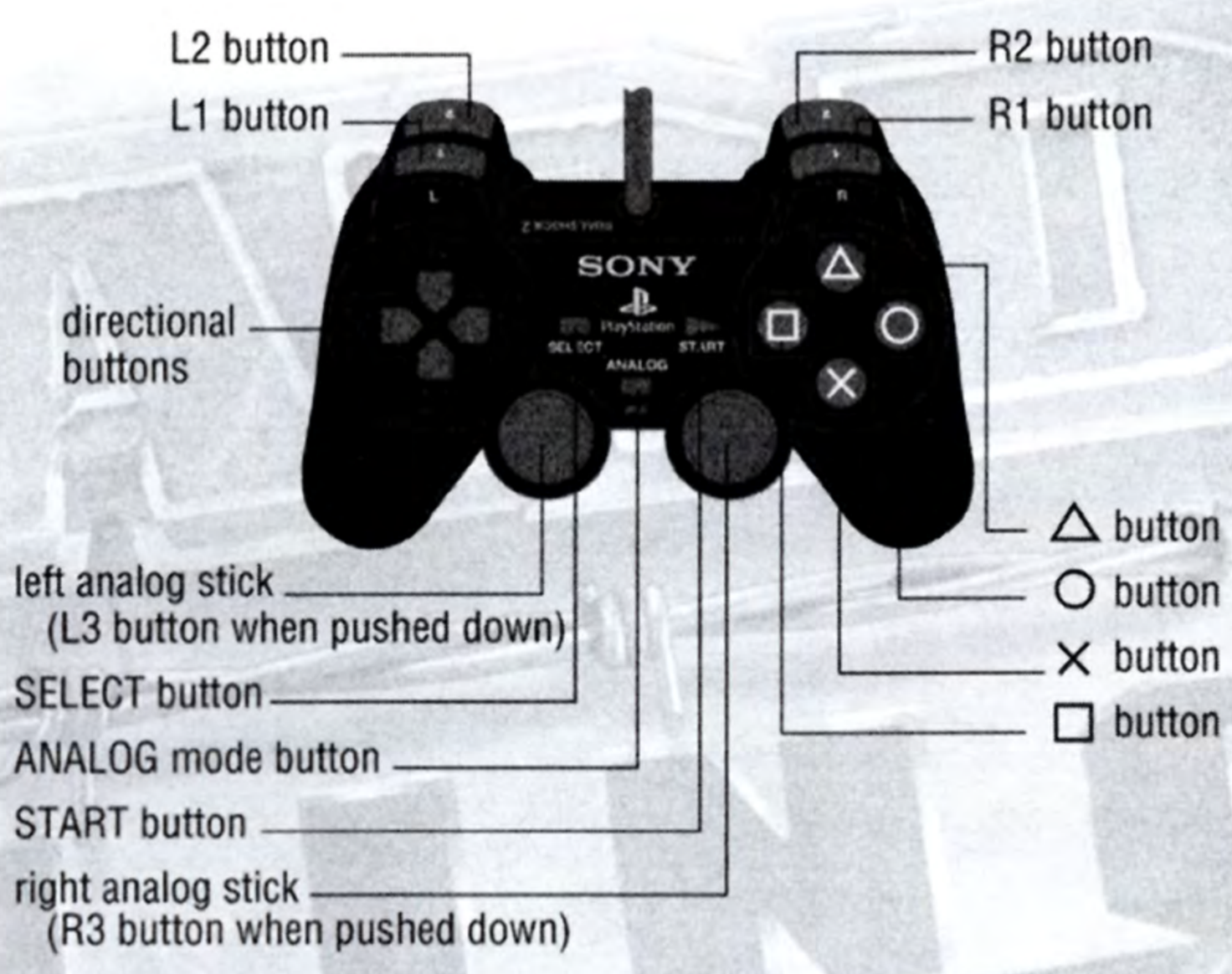
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the BACKYARD WRESTLING disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BACKYARD WRESTLING is a 1-2 Player game. Connect two DUALSHOCK®2 analog controllers to controller ports 1 and 2 before starting play.

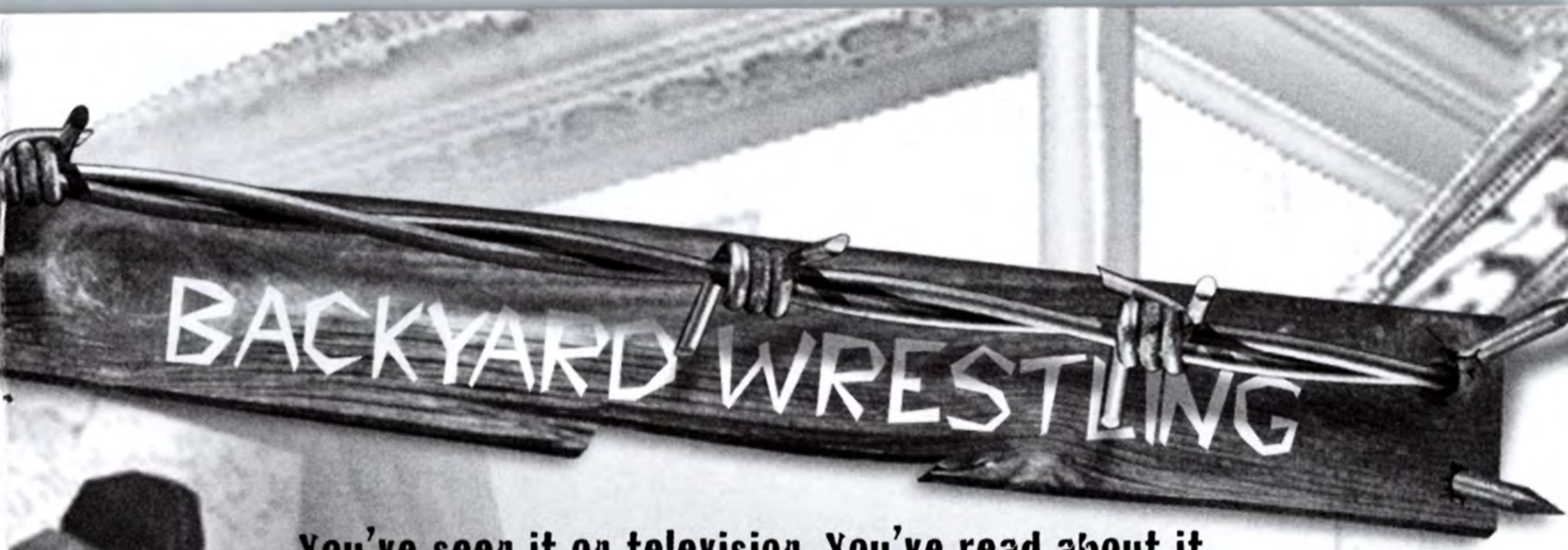
- **During the game, you can cycle through the soundtrack by pressing the L1 + L2 buttons.**

ABOUT SAVING GAMES

- **BACKYARD WRESTLING uses an Autosave feature. To save your progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.**

  (Note: This game uses MEMORY CARD slot 1 only.)

- **Do not press the RESET button or remove the memory card while saving a game, or your game data could be lost or corrupted.**



You've seen it on television. You've read about it in magazines and newspapers. Maybe you love it. Maybe you hate it. Maybe you follow wrestling closely, or maybe you just laugh at the people who do.

Perhaps though, at some point, somewhere, you even took part in it. Let's say you were messing around at a party, or just tearing it up at the park with some friends. Perhaps it escalated into a real fight, lost or won. We're not saying that you did, but we can't say that you didn't. But what we can say is, that maybe it was the best time you ever had.

Graffiti, Punk Rock, Video Games, Hip Hop, Skateboarding, Wrestling, Comic Books, DJ-ing, and Heavy Metal have all at one time or another been dismissed as fads; some even still are. Shunned as foolish go-nowhere trends that would disappear by the next summer. And if not, the year after, for sure.

But with proven staying power, these art forms continue to re-define themselves, through the freestyle expressions of their champions, providing new generations with icons and a culture to call their own.

Enough talk already. Time to put your money where you mouth is. Crank up the volume, break out the weapons, and take the action out of the ring. There are no ropes to hide behind, no time-outs, and no ref to save your ass. Step into environments full of hazards for you to use, and to be used against you, in matches by trained athletes and smack-talking bruisers that have one thing in common—they will do anything to win.

Rules, like bones, were made to be broken. BACKYARD WRESTLING™ is what your mother warned you about. She was right.

PLEASE DON'T TRY THIS AT HOME.

GAME CONTROL

Control functions change according to the player's situation. There are ten distinct states the player can be in. They are (in no particular order):

Normal or Non-Clench	Dash
Grab/Drag	Weapon
Foot Grab/Drag	Reversal
Ledge Grab	Pin
Jump	Stunned

Each state is described in further detail in this section.

NORMAL OR NON-CLENCH STATE

This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same height as the opponent.

ACTION - CONTROL **Navigation - directional buttons or left analog stick**

WHAT IT IS **Moves the player around. Climb an object (such as a ladder or crate) by pressing toward it.**

ACTION - CONTROL **Attack 1 - □ button**

WHAT IT IS **Typically a punch. When performed near a victim lying down, results in a ground attack.**

ACTION - CONTROL **Attack 2 - ✕ button**

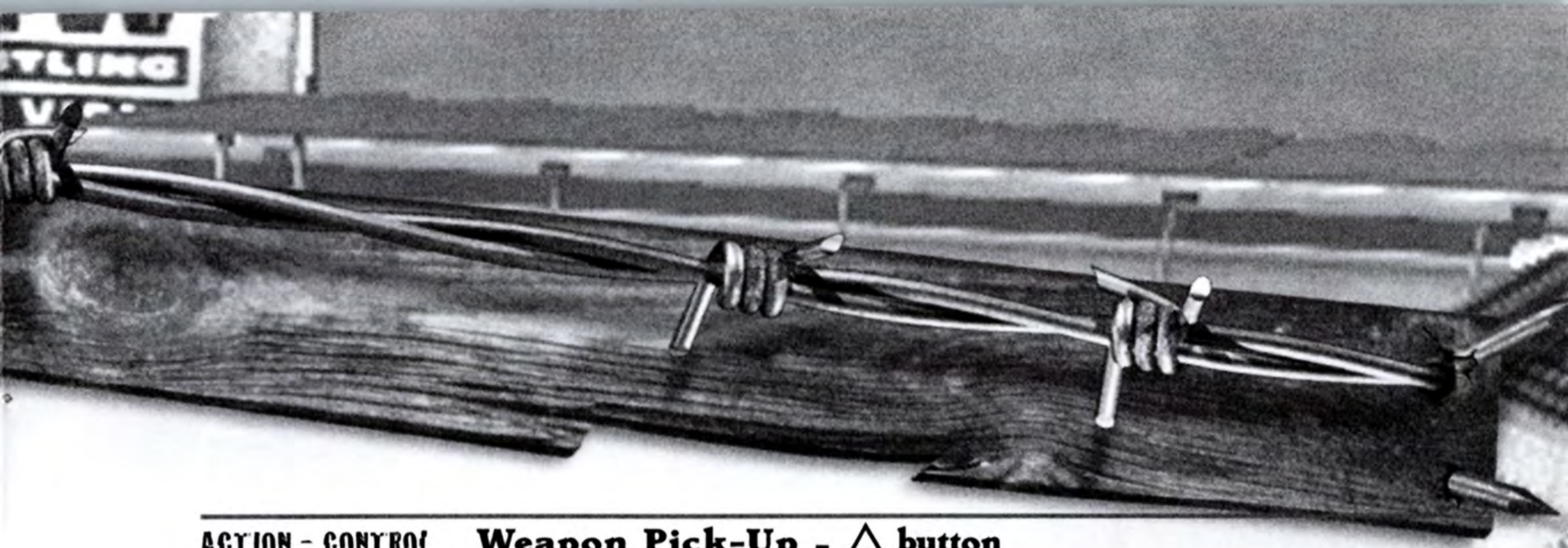
WHAT IT IS **Typically a kick. When performed near a victim lying down, results in a ground attack.**

ACTION - CONTROL **Attack String - □ and ✕ buttons repeatedly**

WHAT IT IS **Multiple attacks can be linked together if the first attack hits. Performed only against standing opponents. Each character has different attack combos so try experimenting.**

ACTION - CONTROL **Knockdown Attack - □ + ✕ buttons together or R2 button**

WHAT IT IS **Performs a powerful attack that results in a knockdown when it connects.**



ACTION - CONTROL	**Weapon Pick-Up - △ button**
WHAT IT IS	**Picks up a nearby weapon.**

ACTION - CONTROL	**Grab - ○ button**
WHAT IT IS	**Attempts to grab an opponent. When performed near the feet of a victim lying down, this becomes a foot grab.**

ACTION - CONTROL	**Dash - R1 button**
WHAT IT IS	**Tap the button to dash toward your opponent.**

ACTION - CONTROL	**Pin - L1 button**
WHAT IT IS	**Tap the button to attempt to pin a victim lying down.**

GRAB/DRAG STATE

This state occurs after a successful grab attempt on the ground. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.

ACTION - CONTROL	**Drag - directional buttons or left analog stick**
WHAT IT IS	**Drags the victim around for proper set-up. Press toward an object (such as the table) to place the victim on the object, if possible.**

ACTION - CONTROL	**Attack Throw - directional buttons or left analog stick + □ button**
WHAT IT IS	**A canned sequence of attacks, such as punches or kicks, performed on the victim. There are four types per character. Can be reversed by the victim.**

ACTION - CONTROL	**Slam - directional buttons or left analog stick + ✕ button**
WHAT IT IS	**There are four slams per character. Slams differ from attack throws in that typically the victim is forcefully dropped onto the ground. Can be reversed by the victim.**

ACTION - CONTROL	**Irish Whip - directional buttons or left analog stick + ○ button**
WHAT IT IS	**Throws the victim in the direction the player is facing. The victim will run a distance before falling or hitting an obstacle. Can be reversed by the victim.**

ACTION - CONTROL	**Finishing Move - □ + ✕ buttons together**
WHAT IT IS	**Only available when your opponent has taken extreme damage. When your meter starts glowing red, it's time to pull off this move. Think of it as the ultimate Finishing Move that can't be reversed!**

FOOT GRAB/DRAG STATE

This state occurs after a successful foot grab attempt at a prone victim. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.

ACTION - CONTROL	**Drag - directional buttons or left analog stick**
WHAT IT IS	**Drags the victim around for proper set-up. Your opponent will take damage while being dragged.**

ACTION - CONTROL	**Release - ○ button**
WHAT IT IS	**Releases the victim.**

LEDGE GRAB STATE

This state occurs after a successful grab attempt on a table or ledge. The victim is held overhead, ready for throwing.

ACTION - CONTROL	**Drag - directional buttons or left analog stick**
WHAT IT IS	**Drags the victim around for proper set-up.**

ACTION - CONTROL	**Throw - □ or ✕ button**
WHAT IT IS	**Tosses the victim off the ledge. There are two different throw animations for each character; both have the same result.**

JUMP STATE

This state occurs when the player is on a ledge or table above the opponent. The player must be within a limited distance from the target to be in this state. The player will stand straight and face the opponent when this state is active.

ACTION - CONTROL	**Navigate - directional buttons or left analog stick**
WHAT IT IS	**Drags the victim around for proper set-up.**

ACTION - CONTROL	**Throw - □ or ✕ button**
WHAT IT IS	**Tosses the victim off the ledge. There are two different throw animations for each character; both have the same result.**

DASH STATE

This state occurs when the player is dashing. The only options are to wait for the dash to finish or to attack.

ACTION - CONTROL	**Dash Attack (R1 button) - □ or ✕ button**
WHAT IT IS	**Does a dash attack. There are two types per character, differing in animation and range.**

WEAPON STATE

This state occurs when the player is holding a weapon.

ACTION - CONTROL	**Navigate - directional buttons or left analog stick**
WHAT IT IS	**Moves the player around. The player cannot climb while holding a weapon.**

ACTION - CONTROL	**Attack - □ or ✕ button**
WHAT IT IS	**There are two attacks per weapon, in addition to ground attacks targeted at victims lying down. Some weapons are thrown. Some weapons can be swung repeatedly for a combo.**

ACTION - CONTROL	**Combo - △ or ○ button**
WHAT IT IS	**Drops the weapon.**

GAME CONTROL CONT'D

REVERSAL STATE

This state occurs for a split second during the opponent's attack. The player flashes briefly. During this state, press the directional buttons or left analog stick and the ✕, □, or ○ button to reverse the opponent's attack. If you do this too early, you won't see the flash. The following states can be reversed:

- Throws
- Slams
- Irish whips
- Ledge throws
- Attack strings
- Grabs off the ground

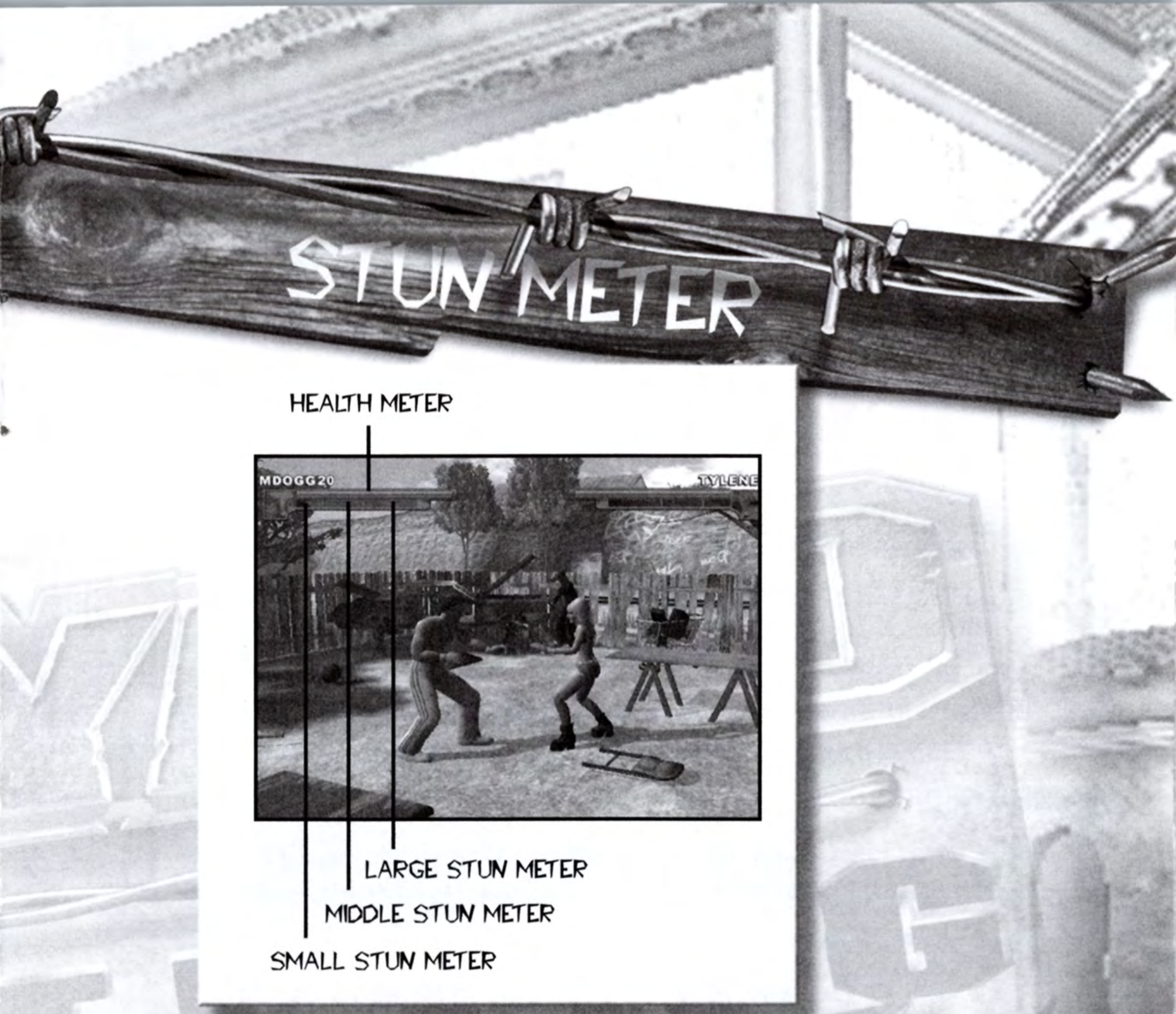
PIN STATE

This state occurs when the player is lying on the ground being held by the opponent. The only thing possible here is a pin reversal.

ACTION - CONTROL	**Pin Reversal - directional buttons or left analog stick + ✕, □, or ○ button**
WHAT IT IS	**When your opponent is trying to pin you, you can try to kick out of it by using the controls above during the reversal window.**

STUNNED STATE

This state occurs when the player is stunned. In fact, when you are stunned, no action is possible...except that you can still have the presence of mind to kick out of a pin attempt.

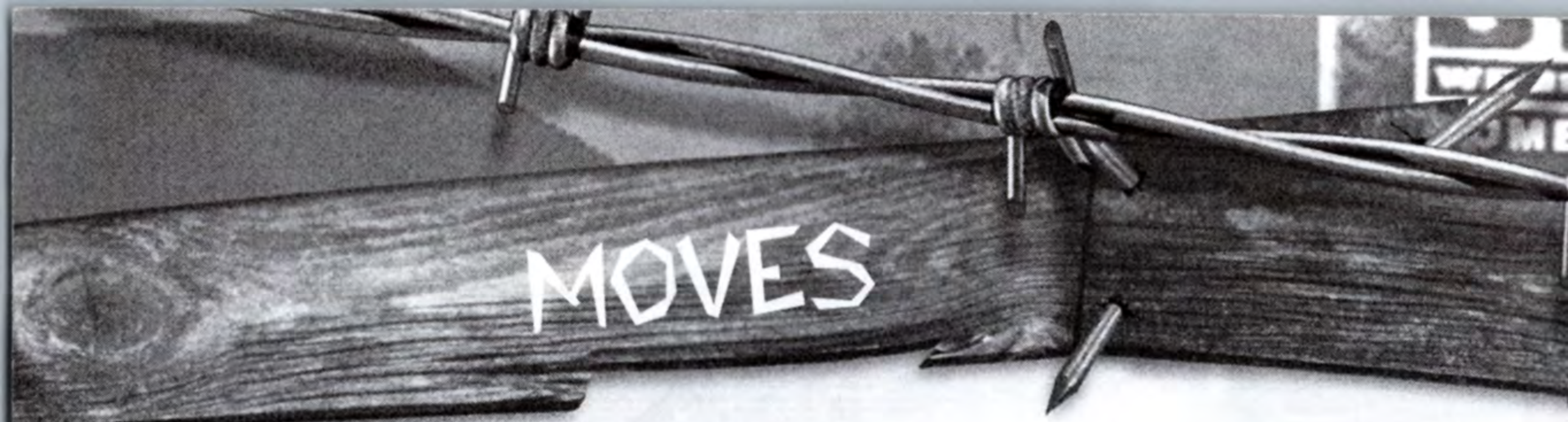


Three stun meters appear on the game screen. Each meter is filled by different types of attacks.

- The small yellow meter is filled from melee attacks such as punches and kicks.
- The middle-size orange meter is filled by slams and attack throws.
- The large red meter is filled by jumps, Irish whips and some weapon attacks.

Each meter, when filled, causes the player to be stunned. Watch your opponent's meters to see which form of stun you are close to inflicting, and pick the correct attacks to fill the meter.

The length of the stun corresponds to the length of the meter. All damage inflicted during the stun is tallied up at the bottom of the screen. Try to get the highest total possible.



STUN COMBOS

Any of the three stuns can be linked together for a longer stun, allowing you to severely punish your opponent. For instance:

- Fill each meter to near full, but not completely full.
- Once this is done, start off the first stun with a punch or two.
- While your opponent is stunned, perform a slam. You'll notice the Slam stun meter (middle-size) flash, indicating that it is now also active.
- Now continue the combo by jumping off a table onto your stunned opponent. The Jump stun meter (large) will now be active as well.
- This should give you plenty of time to climb up to the top of a tall platform and leap onto your helpless victim...

FINISHING MOVES

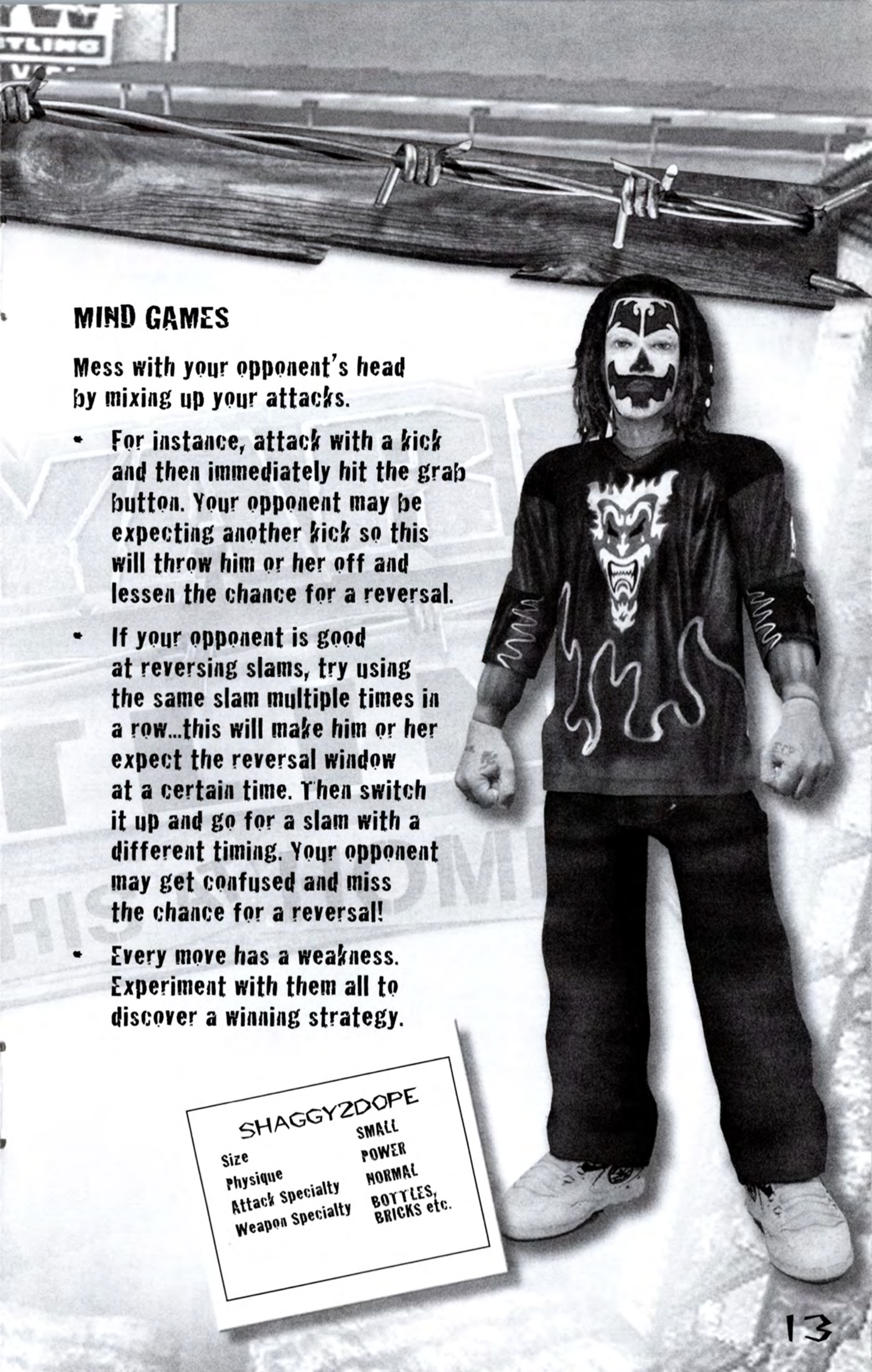
If you have inflicted a lot of damage and your opponent is near to being knocked out, you'll notice that your meter starts glowing red. This means it's time to attempt a Finishing Move.

- Grab your opponent and hit the □ + ✕ buttons at the same time. Your player will perform an irreversible move that does a lot of damage.
- Now play it safe and go for the win.

MIND GAMES

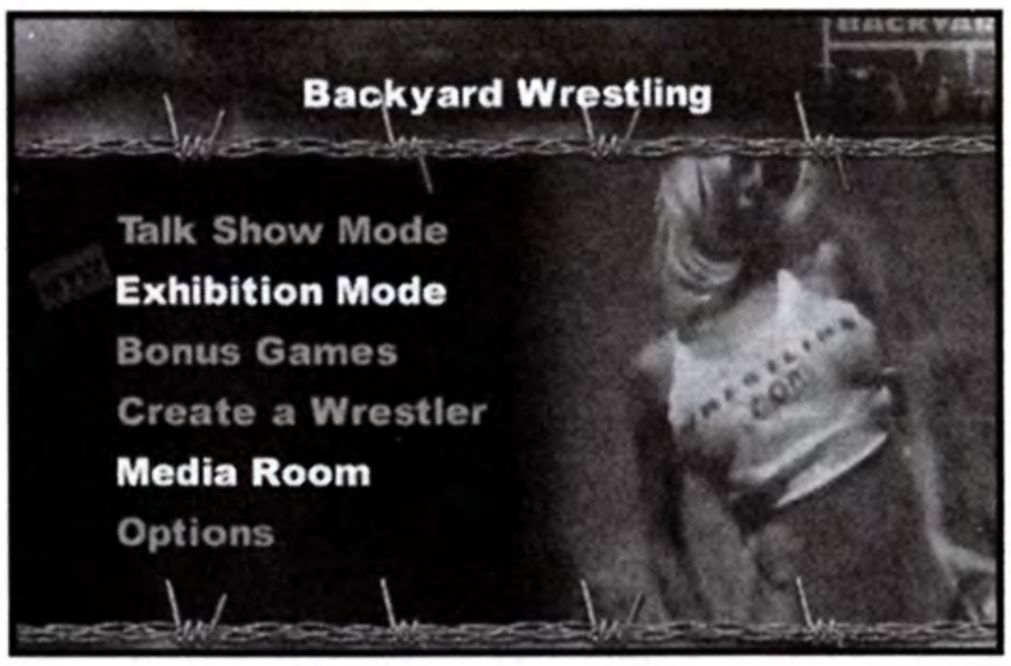
Mess with your opponent's head by mixing up your attacks.

- For instance, attack with a kick and then immediately hit the grab button. Your opponent may be expecting another kick so this will throw him or her off and lessen the chance for a reversal.
- If your opponent is good at reversing slams, try using the same slam multiple times in a row...this will make him or her expect the reversal window at a certain time. Then switch it up and go for a slam with a different timing. Your opponent may get confused and miss the chance for a reversal!
- Every move has a weakness. Experiment with them all to discover a winning strategy.



SHAGGY2DOPE	
Size	SMALL
Physique	POWER
Attack Specialty	NORMAL
Weapon Specialty	BOTTLES, BRICKS etc.

MAIN MENU



The Main Menu appears on the Title screen when you power on. Use the directional buttons or left analog stick to select a game mode. Press the START or ✕ button to confirm.

- **TALK SHOW MODE** – Start a 1-Player game.
- **EXHIBITION MODE** – Play single battles against a friend or computer-controlled opponent.
- **BONUS GAMES** – Play special unlockable game modes such as Survival.
- **CREATE A WRESTLER** – Create your own wrestlers using different body styles and looks, and customize their abilities.
- **MEDIA ROOM** – View movies, game trailers, and other unlockable goodies.
- **OPTIONS** – Adjust game settings.

SECURITY	
Size	LARGE
Physique	POWER
Attack Specialty	NORMAL
Weapon Specialty	BOTTLES, BRICKS etc.

TALK SHOW MODE

Talk Show is the primary 1-Player mode of play. You progress through several segments, each consisting of one environment and multiple matches against different champions.

Defeat all champions to proceed to the next segment.

TALK SHOW SET-UP

1. **Select a game option:**

   NEW GAME – Select a new character and start the game from the beginning. Caution! Saving overwrites any previously saved game you may have!

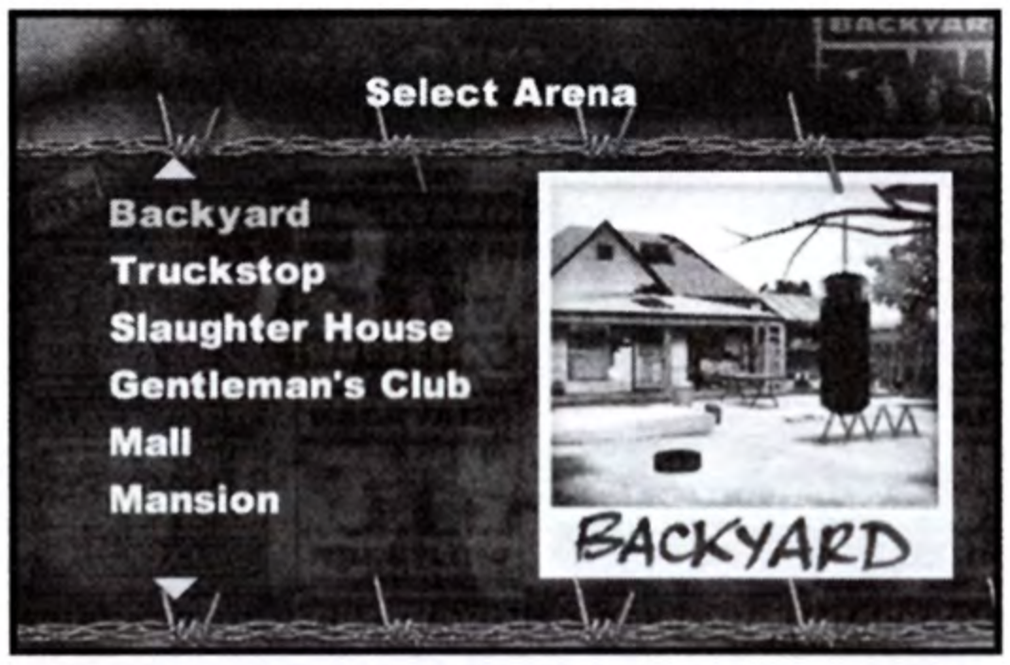
   CONTINUE GAME – Continue a previously saved game.

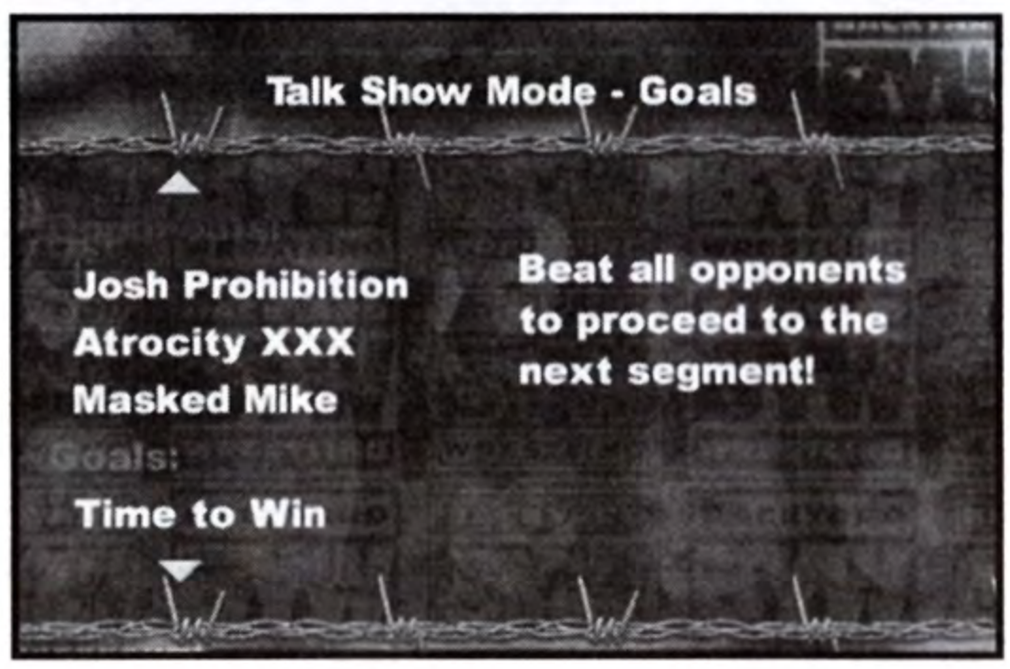
2. **Choose a segment to play.**

   You can replay segments and attempt to beat your previous score.

3. **Check the segment goals.**

   Before the match starts, you'll see the goals and accomplishments for the current segment. Beat all the opponents to progress to the next segment. Beat all the Extra Goals to unlock something special.





TALK SHOW MODE CONT'D

DEFEATING CHAMPIONS

Each segment has a list of opponents or champions who must be defeated. Defeating a champ is required in order to save any achievement made in a goal category during that match.

During a match, some opponents may be locked characters. Defeating such an opponent makes that character available for selection as your player later on.

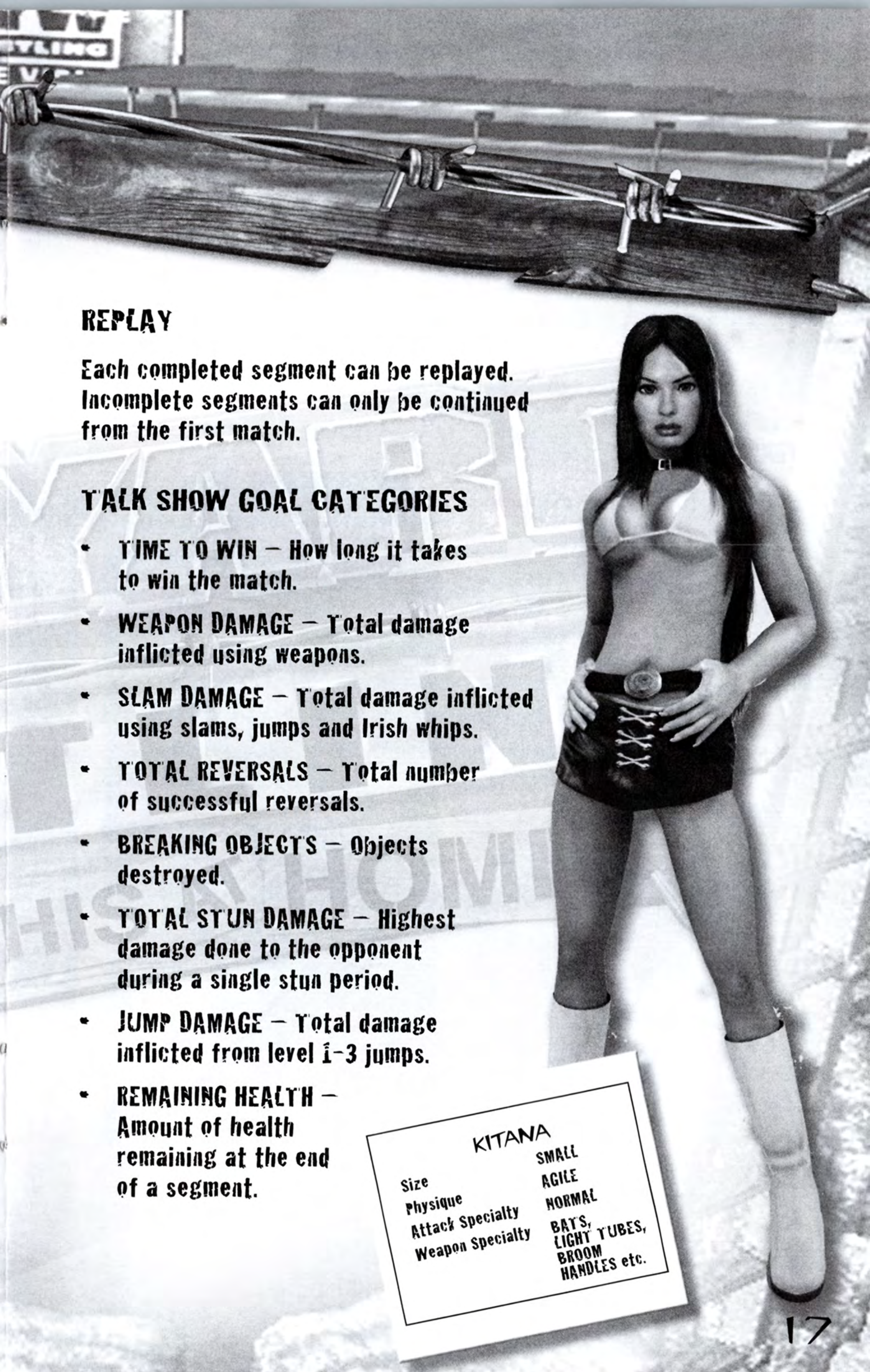
COMPLETING EXTRA GOALS

You do not need to complete all the Extra Goals during a single match. Instead, a record of your achievements is saved for each category, allowing you to replay the segment and matches until the Extra Goals have been completed. Your achievement is not saved if you lose any match during the segment.

SAVING

If your match is successful, the game will autosave and allow you to progress. You cannot save if you lose the match.

There is only one save file. After your initial save, you can choose to start a new game or continue an old game. Starting a new game and then saving will overwrite any previously saved game.



REPLAY

Each completed segment can be replayed. Incomplete segments can only be continued from the first match.

TALK SHOW GOAL CATEGORIES

- TIME TO WIN – How long it takes to win the match.
- WEAPON DAMAGE – Total damage inflicted using weapons.
- SLAM DAMAGE – Total damage inflicted using slams, jumps and Irish whips.
- TOTAL REVERSALS – Total number of successful reversals.
- BREAKING OBJECTS – Objects destroyed.
- TOTAL STUN DAMAGE – Highest damage done to the opponent during a single stun period.
- JUMP DAMAGE – Total damage inflicted from level 1-3 jumps.
- REMAINING HEALTH – Amount of health remaining at the end of a segment.

KITANA	
Size	SMALL
Physique	AGILE
Attack Specialty	NORMAL
Weapon Specialty	BATS, LIGHT TUBES, BROOM HANDLES etc.

EXHIBITION MODE

Exhibition Mode is the primary 2-Player mode, though it can also be played as 1-Player versus a computer-controlled opponent. To win this match, you must pin or KO your opponent.

EXHIBITION SET-UP

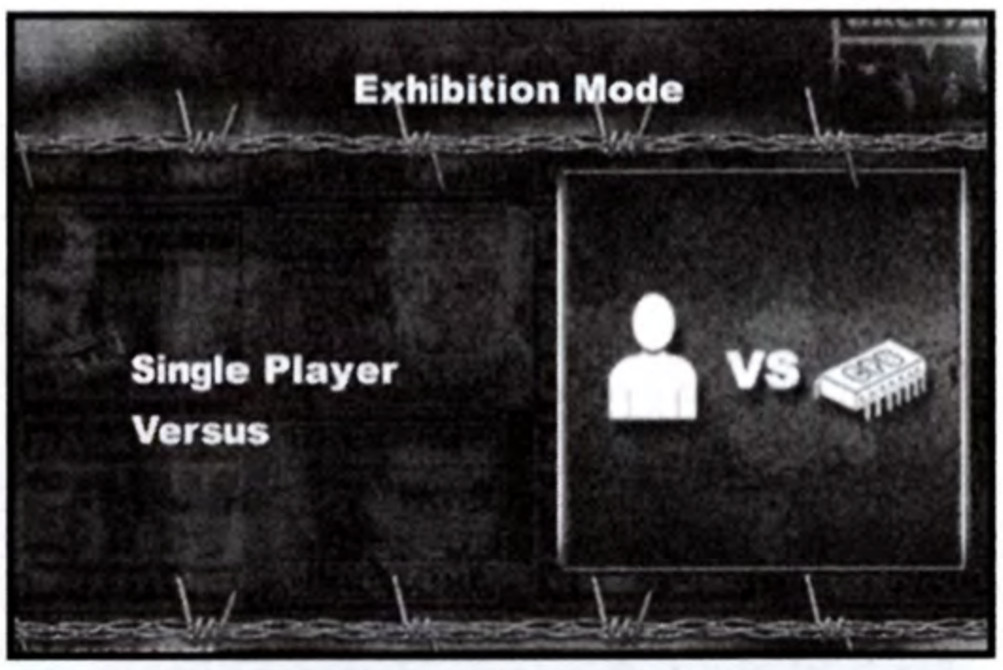
1. Select the number of players:

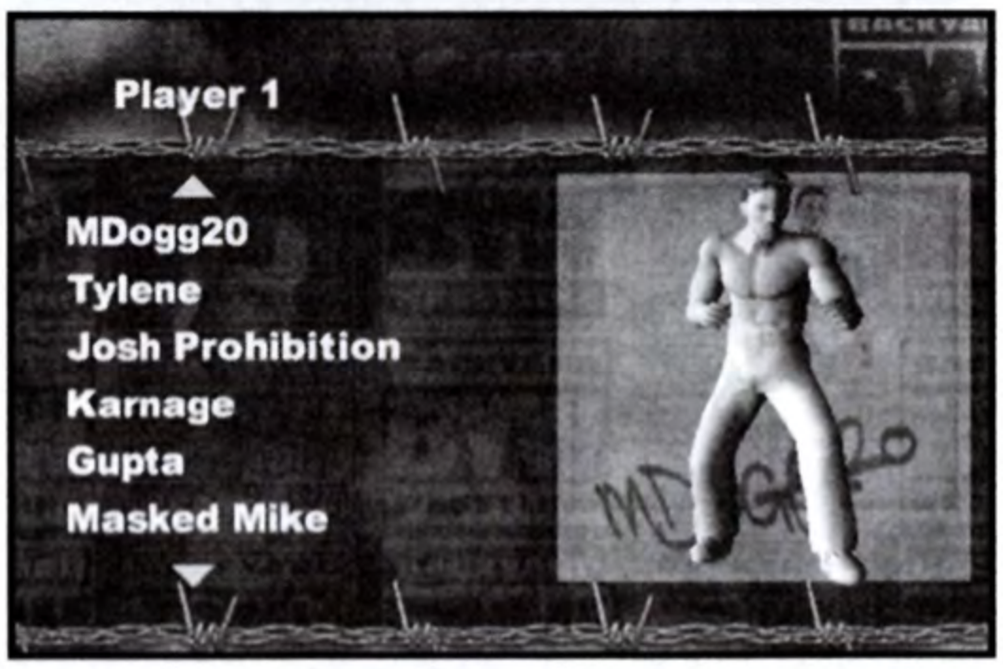
   SINGLE PLAYER – Battle it out with a computer-controlled opponent. You get to choose the wrestler you want to fight.

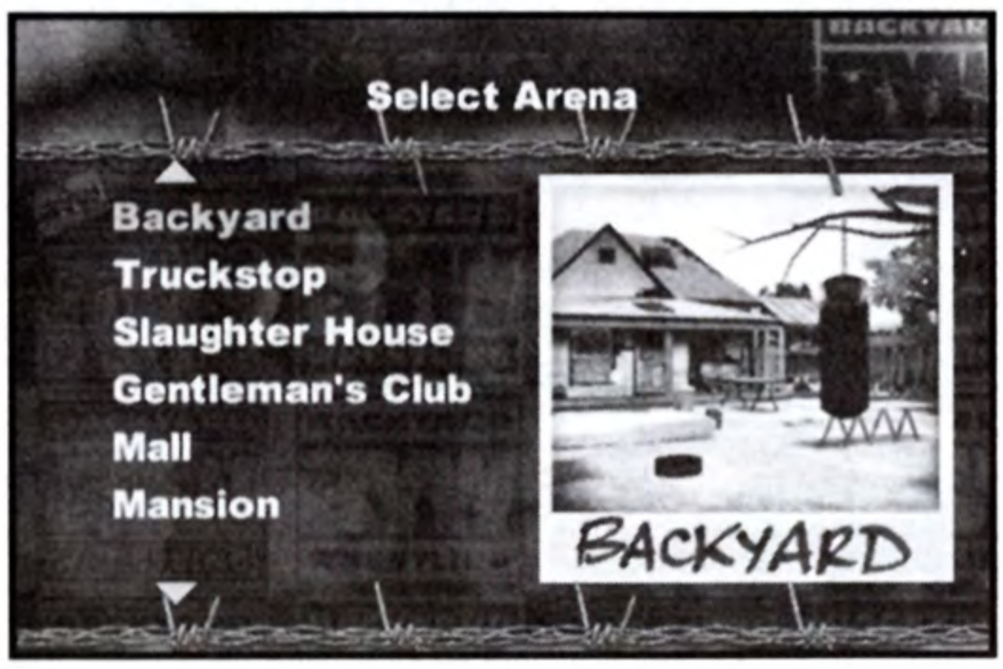
   VERSUS – Challenge a friend to a match. Winner gets bragging rights.

2. Select your character.

3. Select the arena.

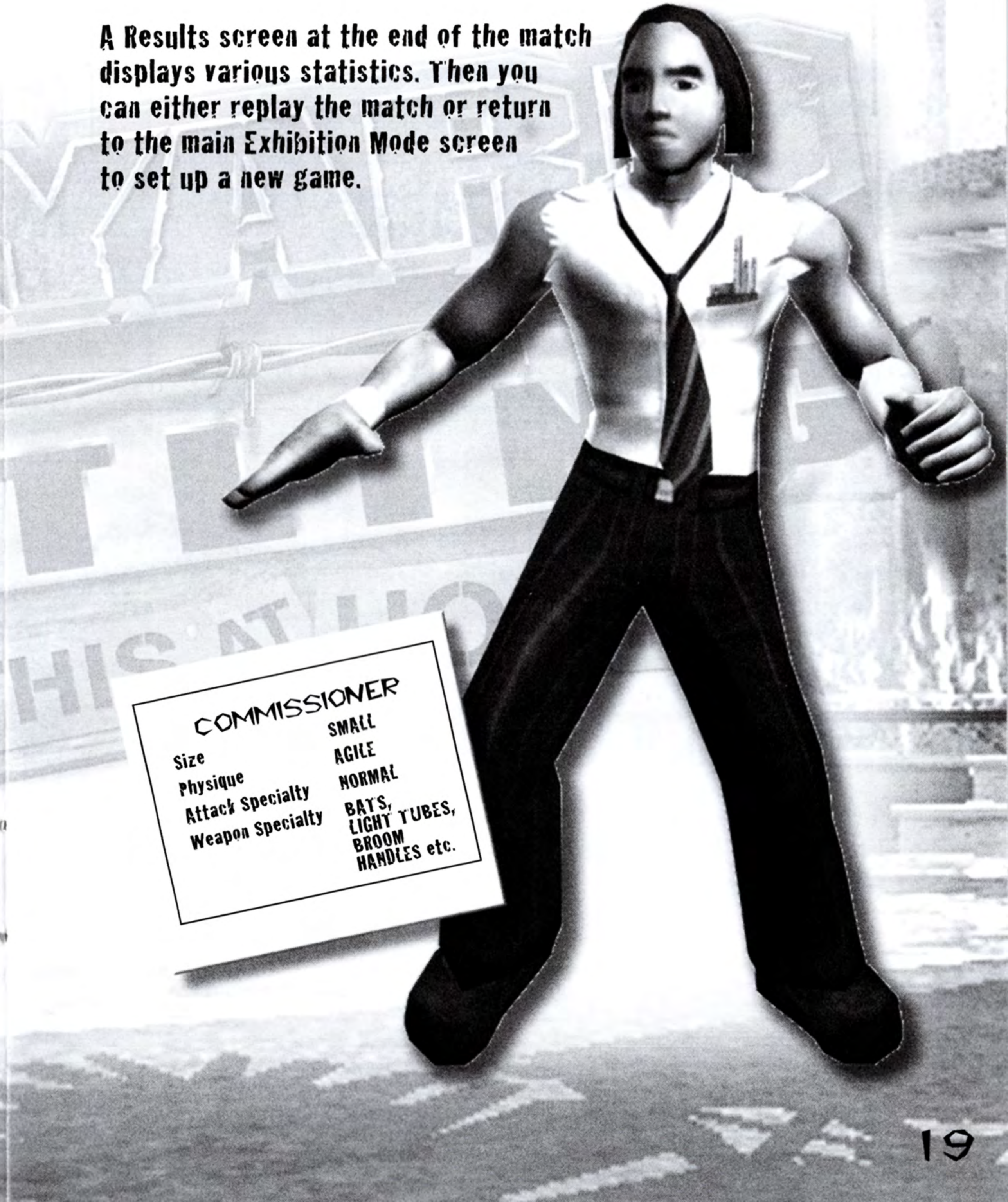






RESULTS and REPLAY

A Results screen at the end of the match displays various statistics. Then you can either replay the match or return to the main Exhibition Mode screen to set up a new game.



SURVIVAL

This is the ultimate test of player tenacity. Test your skill against an endless stream of computer-controlled opponents. Try to beat the top scores.

The goal is to defeat as many opponents as possible using a single health bar. Each victory replenishes a small amount of health. See how far you can go before crashing to the mat.

- Random opponents are swapped in one after the other. Defeating them becomes more difficult as the mode progresses.
- The top five high scores are saved, including number of opponents defeated, player initials, and character's name.

KING OF THE HILL (unlockable)

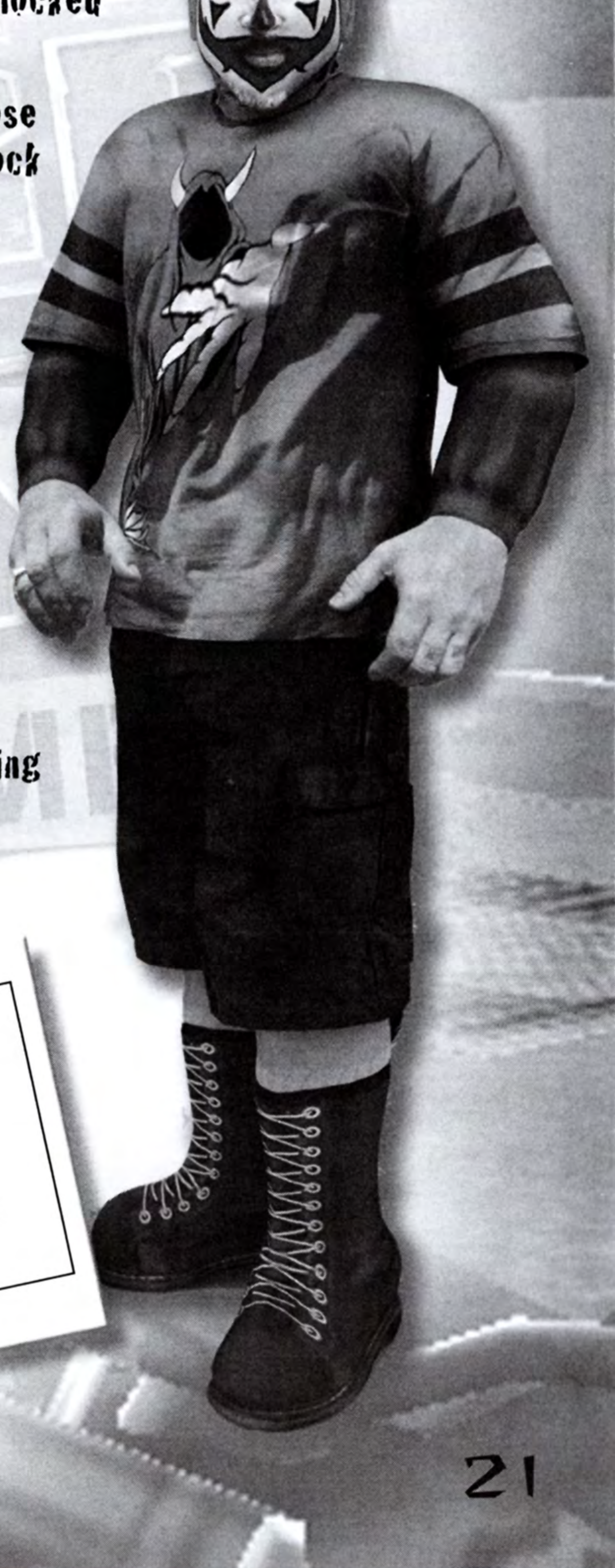
In this 2-Player mode, your goal is to hold the hill until your opponent's health is depleted. Stay within the highlighted area while keeping the opponent out. Watch out—the "hill" moves around!

- The player outside the hill boundary will begin to lose health. If both players are outside the boundary, then neither player loses health. Once one player loses all his or her health, the round is over.
- An excellent strategy is to stun your opponent for a good amount of time, throw him or her out of the hill area, and then guard the boundaries.

TAG (unlockable)

In this 2-Player mode, whoever gets knocked down becomes "It."

- **The player who is "It" begins to lose health. If you're "It," you must knock down the other player to transfer the "It" status and start draining your opponent's health.**
- **Make the other wrestler "It" by knocking him or her down, either by attacks or by hazards that cause knockdowns. Normal attacks do no damage. Simply hitting your opponent will not transfer "It" status unless the attack results in a knockdown.**
- **When you're not "It," keep defending yourself. Once you hit the mat, you're "It"!**



VIOLENT J	
Size	LARGE
Physique	POWER
Attack Specialty	NORMAL
Weapon Specialty	LARGE WEAPONS

CREATE A WRESTLER

Here's where you can make your own unstoppable warrior. You can have up to six custom wrestlers.

Select a Create a Wrestler slot to modify. Then use these options:

- **NAME** – Change your wrestler's name.
- **ATTACK SET** – Set your wrestler's basic fighting style.
- **ATTACK THROWS** – Select four attack throws for your custom wrestler.
- **SLAMS** – Decide which slams your wrestler will use.
- **MODEL** – Change you wrestler's appearance by choosing a body type, skin tone and costume.

MEDIA ROOM & OPTIONS

MEDIA ROOM

View game goodies. Some are hidden until you unlock them. The better you are, the more you'll see. Game goodies include MOVIES, GAME TRAILERS, THROW MOVIES and SLAM MOVIES.

OPTIONS

Adjust various game settings.

- Highlight an option – ⬆ or ⬇
- Change the setting – ⬅ or ➡
- Confirm or view sub menu – ✕ button

The following options are available:

- GAME OPTIONS
  - DIFFICULTY LEVEL – Set your gameplay difficulty.
  - VIBRATION FUNCTION – Turn controller vibration ON/OFF.
  - EVENT CAMERA – Turn event cam ON/OFF.
  - MUSIC INFORMATION – Display name of song, artist and recent label.
- AUDIO ADJUST – Adjust volume of sound effects and music.
- LOAD DATA – Load your saved game from your memory card.

"Stumble + Fall"
Performed by Rumblefish
Produced by Mudrock
Mixed by Andy Wallace
Music and Lyrics by J. DeCosta and M. Ryan
Published by RX Prescription Music/419 Music/Posshog Music/Dungus Music (ASCAP)
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"Far"
Performed by Rumblefish
Produced by Mudrock
Mixed by Andy Wallace
Music and Lyrics by J. DeCosta and M. Ryan
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"White Knuckle Blackout!"
Performed by Machine Head
Produced by Johnny K., Co-Produced by Machine Head
Mixed by Colin Richardson
Lyrics by Robert Flynn and Adam Duce
Music by Robert Flynn and Ahrue Luster
Published by Roadblock Music, Inc./Red Silver Publishing c/o BMG Songs, Inc. (ASCAP)
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"Dive Bomb"
Performed by Red Tape
Produced and Mixed by Amir Derakh
Music and Lyrics by Jeff Jaworski and Jason Wussow
Published by High Revoltage Music
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"Slave New World"
Performed by Sepultura
Produced by Andy Wallace, Co-Produced by Sepultura
Mixed by Andy Wallace
Lyrics by Max Cavalera and Evan Seinfeld
Music by Max Cavalera, Igor Cavalera, Andreas Kisser and Paulo Pinto, Jr.
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"Cleansation"
Performed by Chimaira
Produced by Ben Schigel, Co-Produced by Mark Hunter & Rob Arnold
Mixed by Colin Richardson
Lyrics by Mark Hunter
Music by Mark Hunter, Rob Arnold, Chris Spicuzza, Jason Hager, Jim LaMarca and
Andols Herrick
Published by R2 Music o/b/o Fritz McGaven Music/IzcoobBro Music/Talib Casio Music/FMA Music/Clevostyle Music/Mattsetzer Music (ASCAP)
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"Undone"
Performed by Ether Seeds
Produced by Tobi Miller and Bill Appleberry
Mixed by Kevin Shirley
Music and Lyrics by Dustin Lowery, Stephen Seals, Eric Nagy, Billy Deputato and Dave Bassett
Published by Ether Seeds Songs (ASCAP) and Royal Swirly/Dreamworks Songs (ASCAP)
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"Synthetic"
Performed by Spineshank
Produced by GGGarth, Co-Produced by Tommy Decker and Mike Sarkisyan
Mixed by Scott Humphrey and Frank Gryner
Lyrics by Tommy Decker
Music by Jonny Santos, Mike Sarkisyan, Tommy Decker and Rob Garcia
Published by Roadblock Music, Inc./Cheffrey Dahmer Music c/o BMG Songs, Inc. (ASCAP)
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"Punishment"
Performed by Biohazard
Produced and Mixed by Wharton Tiers and Biohazard
Music and Lyrics by Evan Seinfeld, Billy Graziadei, Danny Schuler and Bobby Hambel
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"Smothered"
Performed by Spineshank
Produced by GGGarth, Co-Produced by Mike Sarkisyan and Tommy Decker
Mixed by Jay Baumgardner
Lyrics by Tommy Decker and Jonny Santos
Music by Jonny Santos, Mike Sarkisyan, Tommy Decker and Rob Garcia
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"Beautiful Disaster"
Performed by American Hi-Fi
Written by S. Jones.
Published by BMG Songs Inc O/B/O Itself & Disciples of Judra (ASCAP).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"The Breakup Song"
Performed by American Hi-Fi
Written by S. Jones.
Published by BMG Songs Inc O/B/O Itself & Disciples of Judra (ASCAP).
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"Stepping Outside the Circle"
Performed by Shadows Fall
Produced by ZEUSS at Planet Z
Mixed by ZEUSS at Planet Z
Written by Brian Fair, Shadows Fall.
Music by Brian Fair, Matthew Bachand, Jonathan Donais, Paul Romanko and Jason Bittner
Guest Gang Vocals by Dan Egan & Chris Bartlett
Published by © 2001/2002 800-Pound Gorilla Music (SESAC) (p) 2002 Century Media Records
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"Let Me Go"
Performed by Rancid
Produced by Brett Gurewitz
Mixed by Brett Gurewitz and Thomas T.J. Johnson
Music and Lyrics by Tim Armstrong
Published by You're A Rattlesnake (ASCAP), administered by Wixen Music Publishing, Inc.
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"This Is Your Life"
Performed by Dropkick Murphys
Produced by Ken Casey
Mixed by Jim Siegel
Music and Lyrics by Al Barr, Ken Casey, Ryan Foltz, Matt Kelly, James Lynch, Marc Orrell
Published by Boston Scally Punk (ASCAP)
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"Station Identification for the Print Less"
Performed by The Rise
Written by The Rise
Published by The Rise (Adm by BMG Music Publishing).
Mastered by Ferret Records

"The Fallacy of Retrospective Determinism"
Performed by The Rise
Written by The Rise
Published by The Rise (Adm by BMG Music Publishing).
Mastered by Ferret Records

"Imitation of Life"
Performed by Anthrax
Written by D. Spitz, D. Lilker, J. Bellardini, F. Bello, C. Benante and S. Rosenfeld.
Published by NFP Music (Adm by Zomba Enterprises Inc) (ASCAP).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"Tear It Up"
Performed by Andrew W.K.
Written by Andrew W.K.
Published by Andrew W.K. Music (BMI).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"Sporadic Movement"
Performed by C.K.y.
Written by Deron Miller, Jess Magera and Chad I Ginsburg.
Published by Miller (ASCAP), Dip Gizzards Music (BMI), Flea Mitchell (ASCAP).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"The Human Drive in Hi-Fi"
Performed by C.K.y.
Written by Deron Miller, Jess Magera and Chad I Ginsburg.
Published by Miller (ASCAP), Dip Gizzards Music (BMI), Flea Mitchell (ASCAP).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"Down With the Clown"
Performed by Insane Clown Posse
Written by M. Clark, J. Utsler, J. Bruce.
Published by Zomba Enterprises Inc (ASCAP), Zomba Songs Inc/ Twisted Harmony (Adm by Zomba Songs Inc) (BMI).
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"Hokus Pokus"
Performed by Insane Clown Posse
Written by M. Clark, J. Utsler, J. Bruce.
Published by Zomba Enterprises Inc (ASCAP), Zomba Songs Inc/ Twisted Harmony (Adm by Zomba Songs Inc) (BMI).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"Chicken Huntin (Slaughterhouse Remix)"
Performed by Insane Clown Posse
Written by M. Clark, J. Bruce, M. Niles.
Published by Zomba Enterprises/Black Wax Publishing (Adm by Zomba Enterprises Inc) (ASCAP), Zomba Songs Inc/ Twisted Harmony (Adm by Zomba Songs Inc) (BMI).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"Blaaam!!!"
Performed by Insane Clown Posse
Written by W. Dail, J. Bruce.
Published by Zomba Songs Inc/Twisted Harmony (Adm by Zomba Songs Inc) (BMI).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"Juggalo Homies"
Performed by Insane Clown Posse
Written by W. Dail, J. Bruce.
Published by Zomba Songs Inc/Twisted Harmony (Adm by Zomba Songs Inc) (BMI).
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"I Ran (So Far Away)"
Performed by Bowling For Soup
Written by A. Score, M. Score, F. Maudsley, P. Reynolds.
Published by Zomba Music Publisher Ltd (Adm by Zomba Enterprises Inc in Us & Canada) (ASCAP).
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"Punk Rock 101"
Performed by Bowling For Soup
Written by Butch Walker, Jaret Reddick.
Published by Sonotrock Music (BMI), Drop Your Pants Publishing (ASCAP), Zomba (Adm by Zomba Enterprises Inc) (ASCAP).
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MUSIC CREDITS CONT'D

"Steady Shot"
Performed by Ming & FS featuring Dr. Israel
Produced by Ming & FS
Mixed and Mastered at Madhattan Studios, NYC by FS
Lyrics by Aaron Albano, Fred Sarogolini and D. Beynett
Music by Ming & FS
Published by Sound of OM (ASCAP) and Platinum Dogs Publishing (BMI)
Courtesy of Om Records www.omrecords.com

"P.S. I Hate You"
Performed by 40 Below Summer
Written by 40 Below Summer
Published by Purple Orange Fuzz Music (BMI).
Courtesy of 40 Below Summer

"Doormats"
Performed by E. Town Concrete
Produced, engineered and mixed by Eddie Wohl, Steve Regina and Rob Caggiano
Written by Anthony Martini, David Mondragon, Eric Denault, Ted Panagopoulos.
Published by Razor + Tie Direct, LLC d/b/a Razor + Tie Songs o/b/o E. Town Concrete Music (ASCAP).
Courtesy of Razor and Tie Records.

"Colostomy"
Performed by Neck
Produced by Larry Hundertmark and Neck
Music and Lyrics by Mike Dafferner
Executive Producer Kevin Gill
Published by Lifeless Music (ASCAP)
Sound Recording Courtesy of SFT Records/Striving

"Loose Cannon"
Performed by Motion Man and Kutmasta Kurt
Produced by KutMasta Kurt for Funky Redneck Productions
Mixed by KutMasta Kurt at Total Recall Studios
Lyrics by Paul Laster p/k/a Motion Man
Music by Kurt Matlin p/k/a KutMasta Kurt
Published by Nog Nod Music (BMI), Solid Funk Music (ASCAP) c/o The Bicycle Music Company
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"Masters of Illusion"
Performed by Masters of Illusion
Produced by KutMasta Kurt for Funky Redneck Productions
Mixed by KutMasta Kurt at Total Recall Studios
Lyrics by Paul Laster p/k/a Motion Man, and Keith Thornton p/k/a Kool Keith
Music by Kurt Matlin p/k/a KutMasta Kurt
Published by Nog Nod Music (BMI), Reverend Tom Music (ASCAP)/Kohaw Music (ASCAP) c/o The Bicycle Music Company, Solid Funk Music (ASCAP) c/o The Bicycle Music Company
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"How to Start a Fire"
Performed by Further Seems Forever
Produced by James Paul Wisner and Further Seems Forever
Recorded, engineered and mixed by James Paul Wisner at Wisner Productions
Mastered by Alan Douches at the West West Side Mastering
Lyrics by Further Seems Forever
Music by Further Seems Forever
Published by (P) & © 2003 Tooth and Nail Records
www.toothandnail.com

"Burn It Black"
Performed by Injected
Produced by Butch Walker
Mixed by Rich Costey
Lyrics by Injected
Music by Injected
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"We Don't Die"
Performed by Twiztid
Produced and mixed by Fritz Vankosky
Music written, programmed and performed by Fritz Vankosky
Lyrics by Twiztid
Published by Psychopathic Music Publishing
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"Fly"
Performed by Zug Izland with Insane Clown Posse
Produced and mixed by Mike Puwal
Music written, programmed and performed by Mike Puwal
Lyrics by Joe Bruce
Published by Psychopathic Music Publishing
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"Hell Song"
Performed by Sum 41
Written by Sum 41
Produced by Greg Nori
Mixed at Soundtrack Studios, NYC. by Tom Lord-Alge
Recorded at Avator Studios, NYC.
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"Magazine"
Performed by Hotwire
Written by Hotwire
Produced and mixed by Matt Hyde
Recorded at Sound City, Van Nuys, California
Mastered by Stephen Marcussen at Marcussen Mastering
Published by Chronium Bitch Publishing (BMI)
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"Kitana's Theme"
Performed by "Twitty Jones Jr."
Produced by DJ SPOT
Mixed by DJ SPOT
Music and Lyrics by S. Pacey
Published by Spot On Music (ASCAP)
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SPECIAL THANKS
Jeff Hilbert, Kristin Burbidge

IN LOVING MEMORY OF
Walter, Otis, and Ginger

TEAM SPECIAL THANKS
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THANK YOU FOR CHECKING OUT THIS GAME

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